1. All the credits for the amazing art from Glitch go to TinySpec, who have kindly made this art available for the public. The link to their website:

<https://www.glitchthegame.com>

We at Knowledge Base have done some work to convert these assets into high quality PNG images.

You can find detailed credits and license info in the archive with our converted files.

1. The is also this amazing site that I used to show you the demos of avatars:

<http://startlingfecundity.com/avatar/PIF6IDNUOF01MFH>

It also has a page with HQ renders of backgrounds from Glitch:

<http://startlingfecundity.com/location/>

The author says:

*“The Glitch location assets were kindly released by Tiny Speck under a under the*[*Creative Commons CC0 1.0 Universal License*](http://creativecommons.org/publicdomain/zero/1.0/legalcode)*. This is a broadly permissive "No Rights Reserved" license — you may do what you please with them. I am releasing the renderings provided here under that same licence. If you do use them anywhere, a credit would be appreciated, but is not required.”*

1. An application that I used to create spritesheets in the course is called GlueIT. You can download the app via this link:

<http://www.varcade.com/blog/glueit-sprite-sheet-maker-download/>

1. Other tutorials that you can check out after this course:

Unity`s Official Live Training 16 Dec 2013 - 2D Character Controllers:

<https://www.youtube.com/watch?v=Xnyb2f6Qqzg&hd=1>

A Conference Speech at Unite 2014 - 2D Best Practices in Unity:

<https://www.youtube.com/watch?v=HM17mAmLd7k&t=44m05s&hd=1>

Assets from Unite 2014 - 2D Best Practices in Unity:

<https://www.dropbox.com/s/kmssm4bc4saezvv/Unite%20Seattle%202D%20Examples.zip>